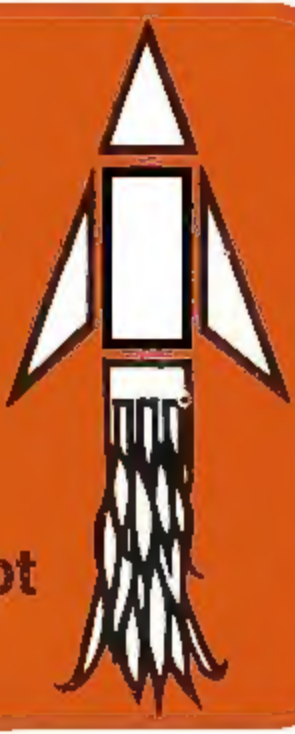
Studio II
Home TV Programmer

TV Arcade I



Space War
Instructions

Horizontal Intercept

Vertical Intercept

This plug-in cartridge contains two exciting space-age action games you can play with your RCA Studio II Home TV Programmer. The SPACE WAR games, part of the RCA Studio II TV Arcade Series, requires skill and timing to achieve high scores.

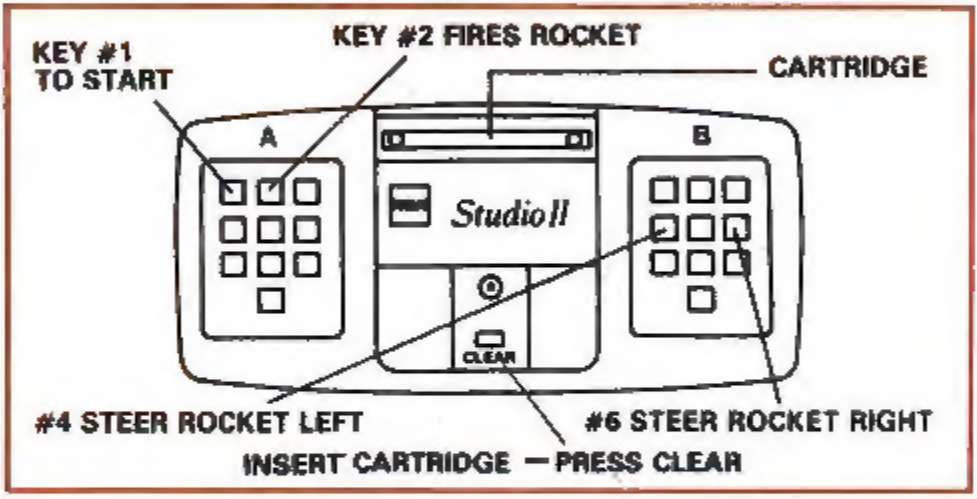
Cartridge 18V400

RCA

Horizontal Intercept

(one or more players—one at a time)

The Horizontal Intercept SPACE WAR game provides the player with 20 rocket missiles to shoot down and destroy overhead enemy space ships. You get the highest score for hitting the small fast moving attack ships, and lower scores for hitting the large transport ships. You can steer the rockets to maintain an intercept course.



1. Insert SPACE WAR cartridge in the Studio II console.
   Press CLEAR key
   Press Key #1 on Keyboard A.
2. A pattern similar to the illustration will appear on the TV screen. Large and small spaceships will fly across the screen at various heights and speeds. The number at the lower left of the screen indicates the number of rockets remaining (out of 20). The number at the lower right of the screen indicates your score. Place your left hand on Keyboard A and your right hand on Keyboard B.
3. Fire rocket at spaceship by pressing key #2 on Keyboard A.
4. Steer rocket to left with key #4 on Keyboard B. Steer rocket right with key #6 on Keyboard B.
5. If the missile hits the target, a tone will be heard and the score indicated on the lower right side of the screen will increase.

Play Horizontal Intercept Space War alone, trying for highest possible score, or with two or more other players, each in turn trying to score higher than the competitors.

Space War Hints

- The enemy fleet consists of about 50 spaceships. The game is over when you've used all your rockets, or when the entire fleet has passed.
- You get a higher score for hitting the small fast moving spaceships.
- For a more difficult game requiring a greater degree of timing, try playing Horizontal Intercept without using the steering controls (Keys 4 and 6 on Keyboard B).
- The computer scores your hits electronically. On occasion, it may appear that you hit the edge of the target, but if your score doesn't increase, then the "warhead" missed.

Scoring:

165—Fantastic marksmanship!
150—Excellent shooting—You've defeated the invaders
130—You've won—but it was close
100—The enemy has triumphed

Note: *Press CLEAR key before removing the cartridge.*

Vertical Intercept (1 or 2 players)

Vertical intercept is a SPACE WAR game for 1 or 2 players. An enemy spaceship is moving vertically at the center of the screen, trying to touch the marker at the top of the screen. When the spaceship touches the marker eight times, the game is over.

Each player fires missiles at the spaceship. When the missile hits the target, the player scores 10 points. Whenever a hit is made, the spaceship reverses direction, going down if it was going up,

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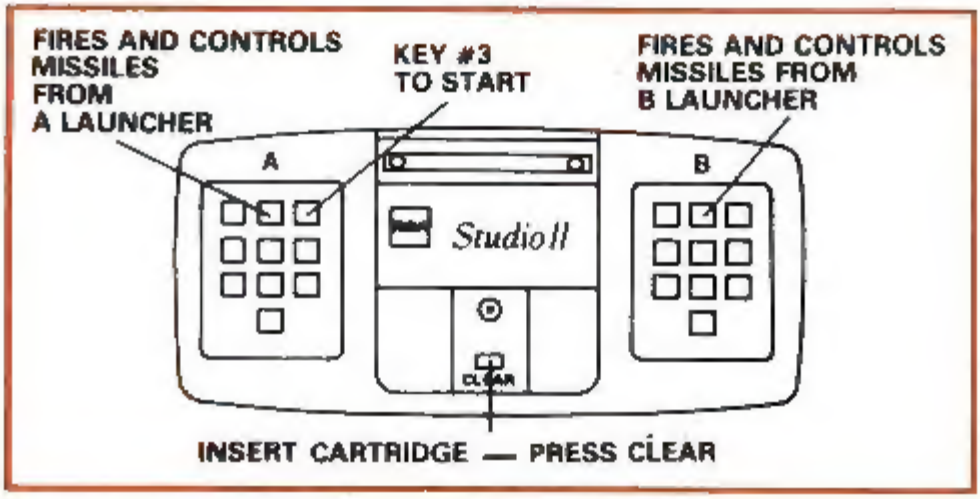

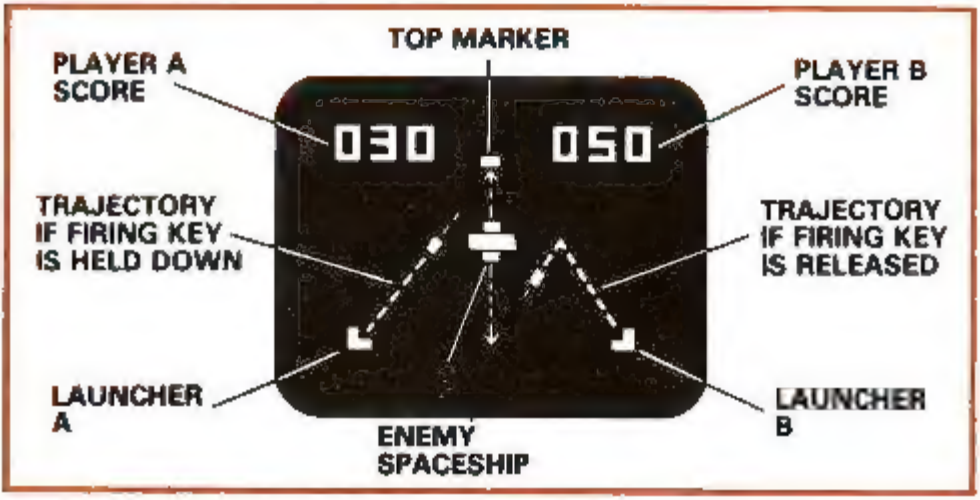

and going up if it was going down. By hitting the spaceship on its way up, you can prevent it from touching the top marker and thus prolong the game.

With one player, you try for the highest possible score. With two players, each tries to score higher than the opposing player.

1. Insert SPACE WAR cartridge in Studio II console.
   Press CLEAR key.
   Press Key #3 on Keyboard A.
2. Each player fires the missile launcher by pressing Key #2 on their keyboard (if only one person is playing, either keyboard may be used). Holding Key #2 down will hold the missile on a straight course. Releasing the key will make the missile angle downward.
3. Each hit scores 10 points and causes the spaceship to reverse direction. A tone will be heard with each hit. The game is over when the spaceship touches the top marker eight times.

Hints

- A skillful player can capture control of the spaceship motion so that the ship has difficulty in reaching the top marker. This also can make it harder for the opposing player to score a hit.

- Remember if you hold the missile firing key (Key #2) down, the missile will go straight. If you release the key, the missile will angle downward so that you can hit the spaceship at the lower part of the screen. After the missile has angled downward, you can still alter its course upward by again pressing Key #2.

1 Player Scoring

160—Rocket Expert
140—Excellent Shooting
100—Fair Shooting
70—You need practice

Note: *Press CLEAR key before removing the cartridge.*

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